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THE JOURNAL

# DARK FALL™

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*Somewhere in the recesses of time,  
a darkness is growing in strength.*

*A force that existed at the very beginning of time  
and will exist until the very end of time,  
waiting to break into our world.*

## DARK FALL—THE JOURNAL

*Introduction*

*"There is something here, a power, in here with us...."*

Returning from work you listen to a frightened and cryptic voice message from your brother, a talented architect redeveloping the old train station and hotel in a now abandoned area. Boarding a train to meet him, you wonder what adventure you may be embarking on...

When you arrive, the train is empty and the station is deserted. You begin to explore—the train tunnels, the station, the adjoining hotel, and the grounds—and discover that although no one is there, you are not alone. Finding artifacts, ancient documents and a valuable journal, you realize that the area holds a history of disappearances and hauntings dating back centuries.

Armed with ghost hunting gadgets, and using the clues left behind by the ancients, set out to uncover the mystery of Dark Fall.

*It has been triggered, a particular action or disturbance is all that was needed.... those who disturbed its slumber have paid the ultimate price.*

*It is always waiting...*



## SYSTEM REQUIREMENTS

Windows® 95/98/2000/ME/XP

Pentium® 233

32MB Ram (64MB Recommended)

24x CD ROM DRIVE (or PC DVD DRIVE)

SVGA Video Card with 32 Bit color

Mouse / Keyboard / Speakers

## INSTALLATION INSTRUCTIONS

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert the *Dark Fall: The Journal* CD into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:  
a) At the Windows desktop, click on 'Start.'

b) Select 'Run' and type the letter of your CD-ROM drive and Install.exe (i.e.: D:\Install.exe)

a) Double-click on 'My Computer.'

OR

b) Right-click on the CD-ROM drive with the *Dark Fall* CD and select 'Open' to access the contents of the CD.

c) Double-click on the 'Install' file to launch the installation.

3. Read and click-to-accept the 'End User License Agreement,' then follow the on-screen instructions.

4. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.

5. To launch the game, from the Windows® desktop, select:

Start ➔ Programs ➔ The Adventure Company ➔ Dark Fall ➔ Dark Fall

*Please note:* At one part of the installation, in the proximity of the 42% point, there is a large file to install. The installation may appear to have stalled, but please be patient and wait to allow the file to fully install and the installation will continue.

Once you have installed the game, you will not need the CD in the drive to play the game. If you put the CD into the drive, the installation process will begin again. If this happens, simply click the 'Exit' button to exit the installation.

## UNINSTALL INSTRUCTIONS

To uninstall *Dark Fall: The Journal*, complete the following actions:

At the Windows® desktop, select:

Start ➔ Programs ➔ The Adventure Company ➔ Dark Fall ➔ Uninstall Dark Fall

## MAIN MENU

At the Main Menu you may access the following:

New Game: Begin a new game

Load Game: Load a previously saved game

Credits: A list of all the people who made the game

Quit: Exit out of the game



## THE ACTIVITY BAR

During gameplay, a black bar will reside at the top-most portion of the screen. This is called the Activity Bar.

From the Activity Bar, you will be able to access collected inventory items, Save your game, Load a saved game or Quit out of the game.



The inventory items will appear on the left side of the bar, and the Save, Load or Quit buttons are on the right side of the bar.

## INVENTORY

During gameplay, there will be numerous items that you will collect into inventory. These inventory items will be stored on the Activity Bar and are visible during gameplay. It is also from the Activity Bar that you will be able to select the inventory item you wish to use during gameplay. Select the item you wish to use by clicking on it. If it is the correct item, it will enter into the gameplay screen.



## SAVING YOUR GAME

On the right hand side of the Activity Bar, you will see three buttons. Click on the button on the left to save your game in progress. You will then need to select a location in which to save and name your saved game.

Please note: As *Dark Fall: The Journal* is a challenging game, we recommend that you save your game often!

## LOADING A SAVED GAME

To load a previously saved game, click the middle button on the right of the Activity Bar. You will access the location you previously chose to save your games. Double-click on the name of saved game you wish to load and you will be taken to that area of gameplay.



Quit Screen

## QUIT OUT OF THE GAME

To quit out of the game, click on the button to the far right on the Activity Bar.

## CURSOR EXPLANATIONS



Neutral Cursor: Indicates that no action is possible.



Directional Cursor: Indicates that you may move in that direction.  
An arrow cursor pointing straight, left or right indicates you will move in that direction.



Action Cursor: Indicates that an action is possible here.



Inventory Cursor: Indicates that you must use an inventory item in this area of gameplay.



Examine Cursor: Indicates that a close-up view of this area of gameplay is possible.



Back-Up Cursor: Indicates that you can exit the view you are in.

## GAME SETTING

The setting for the game is an abandoned rural train station and small hotel that would have been built around 1880, and closed for business in 1947. The period between the two dates takes in some of the most interesting and contrasting examples of interior design: wooden decorative moldings in the splendor of the Victorian age, to the clean lines and stark walls of the modernist 20's, through to the dark and somber interiors of wartime Britain—these styles are used in areas of the game, providing the perfect environments for this thrilling and spine-tingling adventure.



## FIRST FIVE MINUTES OF GAMEPLAY

*Turn off the lights, close the doors and prepare yourself for a thrilling and spine-tingling experience...*

Listen to the introductory movie: a telephone voice message from your brother, an architect restoring a deserted train station and hotel in a desolate area. He is obviously frightened and suspects something will happen... he asks you to come to meet him... you take the train to where he is and once you arrive, you realize that although there is no one there, you are truly not alone...

You find yourself in a train tunnel—strange place for the train to stop and drop you off, and where is the engineer of the train and the train? Did you dream arriving here? Very strange indeed...

You hear a voice of a boy, but turning around, you can't see him. He continues to speak with you giving you some details as to how and why he and his family came to live here, in 1941...

Walk forward until you arrive at the entrance of the tunnel. Click to the right to climb up to the platform and continue down the little alleyway ahead of you. Turn right again and you will see a utility shack in front of you. Click on the door to open it and step inside. Your new invisible friend will suggest you turn on the light suspended from the ceiling. Click on the light bulb to turn it on. Straight ahead of you is the electrical power box. Click on the doors to open them and then click on the left

and the right power bar to allow power to flow to the abandoned buildings. Exit this view.

Turn around and exit the shack and visit the ladies and men's washrooms and examine everything you can, including the writing and designs on the wall. In particular, in the men's washroom, look through the peep hole from the stall out to the sink area, and make a note of the symbol and name scratched on the wall.

Exit this area and once you are on the platform, enter the train station main doors. Look for and enter the Waiting Room and you will find your brother's notes on the table. Click on the documents to read about the area and the old train station and hotel. Your brother's PDA is on the table as well. Click on it to pick it up and click on the button on the lower right to turn it on. Read the various entries. You can see that your brother was becoming more and more alarmed as his days working at the renovations went on.

Search the room and you will find your brother's cell phone on the floor. Click on it to pick it up but you notice that it is broken as the screen is badly cracked.

Exit this room and search the small office. Look on the desk to read a letter, look at the boards on the walls to see the old train schedule and look in the note slots to read various notes and messages left behind. On top of the note slots is a lantern. Click on it to collect it into inventory.

Exit this room and approach the main doors again. To the left of the doors is a coin machine. Click to pull the handle on the machine and a few coins come out. Click on the coins to collect them into inventory.

Turn around and approach the far wall. Turn left and enter the small area where the phones are. Click on the receiver of the phone and select the coins from inventory to deposit them into the phone. Strange whispering noises can be heard, but there is no dial tone... Listen a little longer to hear the voice of one of the two students that your brother mentioned—Nigel. He gives you a clue—find a key that has been left in a silver teapot. Exit this area.

Climb the stairs to the side of the front doors and follow the hallway across the tracks to the other platform. Walk forward and turn right to see a strange device—what could this be? This is the 'theodolite' your brother told you he had installed. Remember what his message was on his PDA, about how this device acted strangely at the following coordinates: +y 271 and -x 632. Press the green button, then the white button, and select the coordinates. When entered correctly you will see static and then a symbol will appear. Click the green button with the circle symbol on it to exit this view.

Continue to walk along the platform. There is a passageway into the garden beside the bench. Follow the pathway along and you will come to a garage. Enter the garage...

Enjoy the rest of the adventure!

## C R E D I T S

**President:** Richard Wah Kan

**VP Marketing:**

Marshall Zwicker

**Acquisitions Manager:**

Annette Béchamp

**Production Assistance:**

Robert Stevenson

**Product Manager:**

Renata Richardson

**Graphics Department**

**Manager:** James Meecham

**Graphic Design and Layout:**

Elizabeth Petzold

**Director, International**

**Communications:**

Nick Malaperiman

**PR Coordinator:** Tara Reed

**QUALITY ASSURANCE TESTING:**

**QA Manager:** Mike Adams

**QA Lead:** Mike Mitres

**QA Staff:**

Dan Dawang

Matthew Dickson

Chris Elliott

Aldo Fazzari

Yohany Lee

Nick Mucci

Matthew Richardson

Matthew Szymanski

Justin Wah Kan

**Design, Programming and Creation:** Jonathan Boakes

**VOICE ACTORS:**

**TIMOTHY PINE:** Samuel Dicker

**POLLY WHITE:** Christine Smith

**TOM OLIVER:** Rob Perkins

**MATILDA FLY:** Beth Stone

**EDITH PENFOLD:** Morwenna Turrets

**ANDREW VERNEY:** Philip Philippou

**NIGEL DANNERS:** Stuart Banks

**TAKEAWAY GIRLS:** Joanne White

**Historical Research:**

Philip Philippou &

Jonathan Boakes

**MUSIC**

**Harp:** Kevin MacNaughton

**Violin:** Michael Evans

Based on the short story *Dark Fall* by Jonathan Boakes